

August 1989

Cover Price \$2.50

**PREMIER
ISSUE**

ATARIAN

VIDEO GAME MAGAZINE

In-Depth Reviews

- Dark Chambers
- Crystal Castles
- Super Football
- Commando
- Bullfighter
- Crossbow
- Blue Max
- Crack'ed
- Hardball

Sneak Peaks

- Mead 18 Golf
- Off the Wall
- Radar Lock
- Mini-Maze
- Xenophobe
- Mat Mania

Pros Tell You How to Beat the Games

- Thriller
- Double Beam

Comics, Top 30, Tips & Tricks, More!

HOW TO BEAT JUNGLE HUNT





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Trying to find new video games? Here's the answer: six exciting new cartridges from Absolute Entertainment.*

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Hello Power Players!

Welcome to Atari, the new bi-monthly magazine for Atari power players like you. Although this is the second issue of Atari, we're calling it a "Premier Issue" because it is the first issue sold on newsstands throughout the U.S. and Canada.

In this issue, top pros tell you how to max your scores on games like *Jungle Hunt*, *Thunderfox*, and *Double Dunk*. Our experts share their insights with you as they review 11 great new games including *Dark Chambers*, *Crack'ed*, *Super Football* and *Commando*.

The previews section gives you the inside scoop on six sensational titles coming out soon while the Tips & Tricks section is chock full of hot playing tips from other readers.

If you're not an Atari Video Game Club member, use the form in this issue and go for it!

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Atari is the official magazine of the Atari Video Game Club sponsored by Atari (U.S.) Corp. Atari is published bi-monthly by Atari Explorer Publications Corp., 7 Hilltop Road, Mendham, NJ 07945. © 1989 Atari Explorer Publications Corp. All rights reserved. Printed in USA. ISSN 1043-9064

Postmaster: Send address changes to Atari, 7 Hilltop Road, Mendham, NJ 07945

Game Systems and Cartridges: Please do not contact us with questions or problems about Atari game systems and cartridges. Such matters should be directed to your local dealer or directly to Atari Customer Service, 1196 Borregas Ave., Sunnyvale, CA 94086

Subscriptions: Domestic: One year (6 issues), \$12.00; three years (18 issues) \$33.00. Canadian add \$5.00 per 6 issues. Foreign add \$10.00 per 6 issues. Canadian and foreign subscription orders must be accompanied by a check in U.S. funds drawn on a U.S. bank. Send orders to Atari, 7 Hilltop Road, Mendham, NJ 07945

Editorial: Editorial material, including article submissions, reviews, press releases, and products for evaluation, should be sent to Atari, 7 Hilltop Road, Mendham, NJ 07945. Atari is not responsible for the return of unsolicited manuscripts, artwork, disks, cartridges, etc. not submitted with a self-addressed, stamped envelope



MAILBAG

2600 Desert Falcon

Dear Editor:

Is *Desert Falcon* available for the Atari 2600?

Brian Westermann
Southgate, MI

It sure is; it is game number CX26140, list price \$18.00. You'll find a complete list of currently available Atari games on page 29. Next issue we'll have a list of all the games available from other manufacturers for Atari systems.

Tricky 4th Tower

Dear Editor:

I'm stuck at the beginning of Tower 4 (Slippery Slide). I get up the four stairs, across the two bouncing cubes, and up the first elevator to where it gets slippery. I then shoot the two flashing blocks and get to the second elevator with one flashing block above it, but I can't get any further. Help!

John Kish
Chestnut Ridge, NY

That flashing block is tricky. The way to get rid of it is to shoot to the right at the top of the first elevator. Then you can go on.

Thanks for the cards and letters. We appreciate hearing from you. Please send your tips, questions, high scores, and comments to Editor, *Atarian*, 7 Hilltop Road, Mendham, NJ 07945.

Where is my free game?

Dear Editor:

When I got my Atarian Club membership kit, you didn't include the free game promised in the flyer. How do I get it?

Henry Mitchell
Hardeeville, SC

To get your free game, you must send proofs of purchase (UPC bar code from bottom of box plus cash register tape showing price paid) for two other Atari games, the game (name and system) that you want, your Atarian Club membership number, and your name and address to Atari Corp., Dept. AC, P.O. Box 61657, Sunnyvale, CA 94088.

Each member is entitled to receive one free game only (not a free one for every two that you buy).

Where to get games?

Dear Editor:

We own an Atari 7800 but the stores in our area don't seem to carry the new games for it. Is there any way that I can buy games directly from Atari?

Ray Rowland
Chesapeake, VA

In general, Toys 'R' Us, Child World, Kay Bee, Lionel, and other toy stores have fairly good stocks of games. Many titles are also available from advertisers in this magazine such as BRE Software. You can also buy games directly from Atari Corp., Dept. AC, P.O. Box 61657, Sunnyvale, CA 94088. If you need a price list and order form, you can get one by sending a self-addressed stamped envelope to that address.

Game Suggestions

Dear Editor:

In my opinion, the Atari 7800 walks all over the Nintendo game system, especially when it comes to the controllers. However, I would like to see more games for the 7800, ones like *Smurf Rescue*, *Dragon's Lair*, *Gauntlet*, *Paperboy*, *Q*bert*, *Zaxxon*, *Gradius*, *Life-Force*, *Miner 2049'er*, and *Super Mario Bros.*

I really like *Atarian* and the *Atarian Club* and I hope they last a long time!

Vic George
Westfield, MA

Many readers have written in with suggestions for new games and arcade conversions for various Atari systems and we've passed those suggestions along to the head of Atari's video game division. Many factors must be taken into account when deciding on new games to develop or games to convert from arcade or computer format to an Atari video game system. For example, is the game within the capabilities of the system, how long will it take to program, and how many can be sold? Your letters are helpful—keep them coming.



TOP 30



Your Favorite Games

These are the favorite games of Atariers all over the world. You can have your favorites counted too. Just send a postcard listing your top five favorite games to The Atarier, Top Games, 7 Hilltop Rd., Mendham, NJ 07945.

Here is how we rank games. Your top ranked game gets 5 points, your second ranked game gets 4 points, your third one gets 3 points, your fourth gets 2 points, and your fifth gets 1 point.

2600 Video Game System

1. Mario Bros.



2. Donkey Kong, Jr.
3. Super Football
4. Dark Chambers
5. Donkey Kong
6. Ms. Pac-Man
7. Crossbow
8. Super Baseball
9. Q*bert



10. Sprintmaster

7800 Video Game System

1. Mario Bros.

2. RealSports Baseball



3. Ms. Pac-Man
4. Donkey Kong
5. Donkey Kong, Jr.
6. Touchdown Football
7. Tower Toppler



8. Impossible Mission
9. Crack'ed
10. Fight Night

XE Game System

1. Mario Bros.

2. Donkey Kong, Jr.



3. Crime Buster
4. Fight Night
5. Ace of Aces
6. Donkey Kong, Jr.
7. Airball
8. Dark Chambers



9. Into the Eagle's Nest
10. Crossbow



INTERVIEW

Garry Kitchen, Game Designer

by David H. Ahl

At the most recent Coosumer Electronics Show, we had so opportunity to talk with Garry Kitchen, a young programmer who has been designing and translating games for Atari game systems for quite a few years now. He has done work for Coleco, Activision, and several less-well-known game publishers, and now he heads a company of his own called Absolute Entertainment, which has released game cartridges for the 2600, 7800, and XE.

We began our interview by asking Garry about his programming background. He told us that he grew up in New Jersey (not far from Atari headquarters) and "started fooling around with computers when I was in college. I started playing around with an Apple, and when I was 18 or 19 years old began to program professionally."

At first he did "mundane type stuff like photographic timers and digital clocks." Then the consulting company for which he worked decided to investigate the toy market. He invented a hand-held game called *Bankshot*, which was manufactured by Parker Brothers, and continued to work on hand-held products for several years—right up until the time Atari released the famous 2600.

It looked as though the future of electronic games was going to be in cartridges, so "I persuaded my company to reverse-engineer [take it apart and figure out how it worked] the 2600 so we could write games for it."

When the reverse-engineering project was finished, Garry wrote his first 2600 game, *Space Jockey* for US Games.

Shortly thereafter, he left the consulting company and with his older brother Steve and his younger brother Dan obtained a contract from Coleco to program *Donkey Kong* for the 2600. The program sold well, so the brothers decided to offer their services to Activision, then one of the biggest names in the computer entertainment industry.

The Glory Days

"Those were the glory days. We joined them in 1982 when things were really hot—a lot of money was being made. The 2600 was hot, and we really had a good time until 1984 when the market started to deteriorate."



The brothers then decided to form their own company, Absolute Entertainment. "We wanted to control our own destiny—what programs to write, what systems to support, etc."

"Right about that time we discovered through market research that the 2600 market wasn't really gone and that there was room for new titles. So we released *Title Match Wrestling* and *Skateboardin'* for the

2600, both of which did very well."

The games, like many subsequent Absolute titles, were distributed by Activision under an exclusive sales agreement, and both still hold positions near the top of 2600 sales charts.

In addition to the games released under the Absolute Entertainment label, the company has had a hand in several other best-selling titles for the 2600. *Kung Fu Master* by Activision, for example, was produced under a consulting arrangement. And *RealSports Boxing* and *Crossbow* were produced by Absolute for Atari.

Garry has also been working on 7800 titles for Atari, all of which are adaptations of existing games—Atari's *Ace of Aces* and *Fight Night*, *Touchdown Football*, and a version of *Crossbow*. Absolute Entertainment has also begun to support the 7800 and will manufacture and distribute games under its own label. The company's first two games for the 7800 system are *Super Skateboardin'* and *F-18 Hornet*, which Garry reports have been selling well.

At the Winter Coosumer Electronics Show, Absolute announced three additional titles for the 7800 and two—*Tomcat* and *Pete Rose Baseball*—for the 2600.

Next we asked Garry about the XE game system. He told us that the company plans to support the XE as a third-party developer—doing most titles for sale by Atari—rather than as a manufacturer. He also mentioned that Absolute is currently doing "a little bit" of 7800 and 2600 work for Activision.

As for the company itself, Absolute Entertainment currently employs 14 people, ten of whom are involved in product development. "We have a lot of programmers, a

couple of artists, and a group of designers who oversee the entire development process.

"We also use outside people, including six or seven consultants. So I guess our total group consists of about 20 people."

Starting from Scratch

"Typically," we asked, "when you create a new game from scratch, where does the idea come from, and what is the process that carries the idea from the designer's mind to the consumer's cartridge slot?"

Garry replied that the core group of designers includes him and his brothers, Steve and Dan, and Alex DiMeo, a programmer who has been working with them for a long time. In addition, the company has recently hired David Crane, the designer of *Pitfall* and one of the founders of Activision.

"The five of us brainstorm a lot; we have more ideas than we have time to execute them. We keep a long list of things we would like to do—there is always something waiting in the wings.

"Once we have the concept for a game, we usually find that we come across a technical hurdle—3D algorithms or some other difficult thing to implement on the 2600—that stands in the way of designing the product the way we want it. We then assign one of our senior guys to find a way to eliminate that hurdle, and when he is convinced that it can be done, he becomes the product manager.

"He supervises the work of a team consisting of an artist and a pro-

grammer or two. They work out the design together, and three to six months later, we have a game that we can put on a cartridge."

Most game players have a fairly good idea what programmers do, but we asked Garry to tell us a little bit about the responsibilities of an artist in the game design process.

"On the 7800, in particular, the artist does a tremendous amount of work with computer graphics. In the wrestling game, for example, the artist drew all the characters; in *F-18 Hornet* he drew the fighter planes. As the design of the game progresses, he draws the various animation frames and the backgrounds—the wrestling ring and crowd of fans, for example. We feel that we have some of the best artists around, and we think their work is making our 7800 games graphically outstanding."

Conversions

We asked Garry to comment on the view expressed by some manufacturers that kids want only conversions of coin-op arcade games for their home systems.

"I don't think that's true at all. Of course, it is difficult to create a game that doesn't look like everything else out there. That's why companies rely on licensed titles—if a company announces it has *Rampage*, everybody knows what that means.

"But we don't worry much about coin-op conversions. We examine the market, look for gaps, and generally find plenty of potential for creative designers to produce games we know people will like.

Contest: Name Our



Super hero

In case you're wondering about the outcome of the contest in the May/June issue to name Atari's superhero, so many entries are still pouring in, that we decided to extend the contest for another issue.

Some of the names that have been suggested include Super Atari, The Atari Avenger, The Amazing Atarian, A-Tar, Safari Atari, At-ta-ree, Irata (Atari spelled backwards), and ADAM (Atari Defender And Master).

Our superhero (see pages 30-31) is ready to battle the evil Ninja-Endo and keep the supply of high-quality games flowing into your home. But he still needs a name. A game cartridge plus \$25 goes to the club member who submits the name we decide to use and five runners-up will each receive \$5.00. Send your entries to:

Atarian Editor
7 Hilltop Road
Mendham, NJ 07945

Alex





REVIEWS

CRYSTAL CASTLES

(2600, XE)



If you liked *Q*bert*, you'll love *Crystal Castles*, "Bentley Bear's A-Maze-ing Adventures." In this game, Bentley dashes around 37 enchanted castles—each of a different design—collecting sparkling jewels and pots of honey in seemingly endless mazes of alleys, stairways, and elevators.

But Bentley is being chased by a mob of hungry gem guardians—Crystal Balls, Nasty Trees, Gem Eaters (which compete with Bentley for gems), Swarms of Bees (which protect the honey pots), Ghosts, and Skeletons. Scariest of all is Witch Berthilda with her steaming cauldron, ready to make Bentley into bear stew.

Bentley's best friend is a magic hat which protects him when he finds it in a castle and puts it on; enemies can't catch him, and he can run past them safely until the hat disappears. You'll know he is safe by the delightful tune that plays while he has the hat on.

Basically, speed is your main ally as you run up and down the stairs, behind walls, and through tunnels. Hint: clear all the jewels from each area you visit, so you don't have to go back for a few of them later. A creature is momentarily stunned when you jump over it, so use this time to good advantage to collect a few gems and make tracks!



When I first started to play *Crystal Castles*, I tried to avoid everything except the gems, honey pot, and magic hat. But as I got more confidence, I tried jumping over the creatures, and with more practice, I began to trap the Nasty Trees in corners and turn the Gem Eaters into dust by running over them as they sat down to eat a gem. I even found that, while wearing the magic hat, I could smash the witch for a big 3000-point bonus.



You get three lives to start and another with each 70,000 points. But you can also earn extra lives if you discover the secret warps in some of the castles, which not only give you another life and bonus points, but also let you escape to a higher level.

Sensational graphics, delightful music, and responsive control combine to make *Crystal Castles* fascinating, fun, and addictive!

Vicki Vorhees

DARK CHAMBERS

(2600, 7800, XE)

The darkness is upon you. "You're on a dangerous treasure hunt, deep in the underground world of *Dark Chambers*. Wraiths, wizards, and moldering skeletons surround you. And as you move through this meandering maze, you are stalked by the grim reaper."

Thus begin the instructions for *Dark Chambers*. But, hey, believe me! It's not like that at all. The game is actually a fun, appeal scavenger hunt. Your hero, dressed in green tweeds (7800 and XE versions), has a jaunty feather in his cap and—with your guidance as he trots along—seems almost to smile as he dispatches the ghouls and collects his rewards.

Okay, so the game has an ominous underground motif. The way it really works is this. You are in this 26-level (A to Z) series of maze-like chambers—some of the walls are rock, some are brick, and some are trees!—and in the rooms and passages you find four types of things: ghouls, curses, weapons, and treasures.

Ghouls come in five flavors: zombies (which explode when you shoot them), skeletons, wraiths, wizards, and grim reapers (which will slice you down if you let them get too close). You get rid of a ghoul by shooting it—the only problem being that the higher forms mutate into lower forms, so you have to shoot them two, three, or four times.

"Curses" is a broad category that includes spawners which hatch new ghouls; poisons which drain your strength; and traps, which may look like good things, but actually sap vast gobs of your energy if you touch them.

Weapons include daggers which make your shots more powerful, shields, bombs which blow up all the nasties on the screen, and guns which increase your shooting speed.

You can also pick up food to increase your strength,

keys to open locked doors, strongboxes, chalices (big points!), amulets, and hearts which restore the life of a friend in the 7800 and XE two-player games.

The game has three skill levels: beginner, standard, and advanced. I found "beginner" ideal for working through all 26 levels of chambers, making notes about the particularly nasty ones and working out a strategy for playing on the higher skill levels. For example, on Levels A, B, and C, you should arm yourself with all the weapons you can find while they are relatively easy to get. On Level X, however, it is particularly important to get food to bring your strength up before entering Level Y, where you will find yourself under immediate heavy attack. Having a few extra bombs doesn't hurt either.

The horizontal and vertical scrolling is silky smooth and lets you see what lies ahead in chambers you haven't yet entered. I also like the two-player option, which lets you and a friend play as a cooperative team while each collects his own points for finding treasures and defeating ghouls.

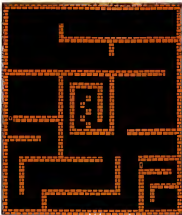
The 2600 version is slightly different in that you see less area on the screen so mapping becomes more important. Also, in this version, some of the spawners turn into treasures and food so you should pretty much shoot everything to make sure you don't bypass something important.

If you get through all 26 levels, the levels start to repeat but with more and tougher ghouls. Are you a match for them?

—Brad Butler



The screen (above) shows only a small portion of the level you are on (right), but it lets you see what lies ahead.



(2600)

SUPER
FOOTBALL

Sports fans, you're not going to believe the fun, excitement, and playability of *Super Football*. It is more fun than virtually any other video football game I've ever played—high-end computer games included.

From far above the defensive endzone, you look downfield over the shoulder of your own quarterback, a viewing perspective that produces a very convincing 3-D effect.

On each down, you have a choice of nine different offensive and defensive plays. On the offense you can choose a long pass, short pass, run, motion, fake motion, punt, or field goal. The defense consists of appropriate plays to counter those of the offense, including a blitz.

In addition to the different plays, you can choose from four pattern selections, which determine the actions of the various players on your team. You control one player on your team, and the pattern selection determines what your other men do. If you throw a pass, you control the quarterback until the pass is released, after which control shifts to the pass receiver.

In *Super Football*, you can play against the computer or another person in a 5-, 10-, or 15-minute game. In the one-player mode, shorter play times are accompa-



nied by somewhat less proficient computer teams, thus providing suitable opponents for both casual contenders and football fanatics.

A brief glance at the well written manual, complete with easy-to-understand play diagrams, will help you plot your playing strategy. After several games, I found that I knew all the plays and their respective numbers.

The scoreboard at the top center of the screen contains all game information, and the score areas turn into the play selection box between downs.

While *Super Football* doesn't have high-end computer graphics, the independent player movement, joystick control, and overall playability are simply outstanding. You actually can control exactly where a pass is thrown, a feature found in few other video football games!

"It's not whether you win or lose; it's how you play the game," was never more true than in *Super Football*. Win or lose, the game is addictive, exciting, and fun.

Tom Gillen



(XE) **HardBall!**

by Accolade

Real-life major league action!

When it first came out in 1986, Bob Whitehead's *Hardball* by Accolade was a major hit—and with good reason! Not only is the animation smooth and realistic, but no other game—before or since—is better at capturing the essence of the pitcher vs. batter action.

Playing against the computer or a friend, in *Hardball* you'll have the rare opportunity not only to play on a big-league baseball team, but to manage it. As in a real game, you can alter the lineup, shift the infield, or choose a designated hitter. But the real action takes place on the mound and at the plate.

Your perspective is over the pitcher's right shoulder with the infield diamond in the lower right. As the



pitcher, you can select the pitch type (fastball, offspeed, curveball, sinker, slider, change-up, etc.) and direction (inside, low, etc.). When you are up to bat, you control when and how you want to swing. You can also try to steal a base.

Depending upon where the ball is hit, the view shifts to the infield or outfield. The fielder, controlled by the defending team, can be made to throw the ball to any base to cut off a runner. Multiple throws are allowed, but you've got to act fast.

In addition to regular play, *Hardball* allows stealing bases, changing the lineup, and time-outs. For a final added touch of realism, the pitcher even gets tired. And if the game is tied at the ninth, it could be a long day—or night—at the ballpark. Play Ball! *Paul Pitman*

BIG GAME HUNTERS!

Gather your tribe at your favorite video game store and go on a Froggo Atari® safari! Bag your favorite games! Froggo has the 2600 and 7800 markets cornered with the following exciting, challenging, death-defying games:

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How quick and clever are you? Test your martial skills against the instructor, or challenge your friends.

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In the Age of the Droid Wars, your Spiderdroid must ensure enemy headquarters, avoiding the dreaded Droidoids.

7800 Series

Takes months to master!

Coming Attractions

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You command an elite tank division, and stranded on the enemy's home turf, you must capture their flag or die.

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Pyromania™ \$29.95

Scorpion Squad™ \$29.95

UFO™ \$29.95

Night of the Ninja™ \$29.95



Froggo Games Corp.
479 Macara, Suite 802
Sunnyvale, CA 94086

Go out into that concrete jungle today, and bring them back alive!

REVIEWS



Cracked

(7800)



In this wacky, fast-paced game, your mission is to protect eggs that a rare South American Hornbill has laid in trees, sewers, and other weird locations. You've got to shoot fast to hit the various creatures that try to steal the eggs and, when you hit one, you have to catch the egg that it drops.

When the game starts, you see a tree with five nests in its branches. Each nest holds five eggs. A crafty little bluebird innocently flutters onto the screen... then all of a sudden swoops down and grabs an egg. Using your joystick to position crosshairs over the bird, you hit the left controller button. Blam! Feathers fly; no more bird.

If you hit a bird that is carrying an egg, the egg drops to the ground and splatters with a sickening *errrack*... unless you're quick enough to catch it by moving the crosshairs to the egg and pressing the right button. Once you catch an egg, you must put it back in one of the nests.

In addition to the bluebirds at this nesting site, you also encounter ornery owls and slimy snakes. My advice is to shoot the raiders as soon as possible even though you can get more points by catching falling eggs and replacing them in the nests. If you do go for an egg-carrying bird, try to shoot it while it is over a nest so the egg drops back in. If it is not over a nest, shoot it while it

is flying high so you have enough time to catch the egg before it splatters on the ground.

If you have at least one egg left at the end of a raid, you go on to the next nesting site. But as you go from one site to another, you must pass the rooster ranch. There you endure the indignity of being pelted by eggs unless you can hit the rooster first.

**Take aim, press the button. Blam!
Feathers fly. No more bandit bird.**

Aiming at a rooster is different from aiming at an egg thief; you use the joystick to slide pointers along the bottom and right side of the screen until both are lined up with your target. On this screen you lose points not only for each hit the rooster lands, but also for failing to throw an egg at a rooster when you have a chance.

Other nesting sites include a dungeon; a sewer, where you do battle with dunglings, rats, and dragonflies; the sea, which is crawling with nasty squid, anchovies, and bubbles; and the moon! So get out there to the ol' yolk tree and eggercise your skills. *Wayne Wharton*



(7800, XE)

Ballblazer™

by Lucasfilms Games

When the folks at Lucasfilms ("Star Wars," "The Empire Strikes Back,") decided to get into video games, they pulled out all the stops to make sure that their games would maintain their already excellent reputation—and they succeeded!

Lucasfilms' first game, *Ballblazer*, is a futuristic sports contest for one or two players. In the game, you guide your Rotofoil, a speedy one-person hovercraft, over a gigantic checkerboard playing field composed of 1155 squares. As you maneuver, you attempt to gain control of the Plasmorb, a floating ball, and fire it between a pair of moving goalposts.

The screen is split in half horizontally with one half showing your view and the other half showing your opponent's view. Of course, since you can see the whole screen, you can see yourself—and your opponent—from both viewpoints. This makes the game ideal for head-to-head play.

You use your joystick to maneuver and try to steal the ball from your opponent. Once you have the ball, you must move your Rotofoil quickly downfield toward the goalposts. But since the goalposts move, getting the ball between them can be a real challenge.

A goal is worth from one to three points. You get one point for a close-in shot, two points for a more distant shot, and three points for a successful shot when you can't see the goalposts—which is quick a trick!

The graphics and sound are really sensational. The moving checkerboard gives a realistic 3-D perspective and sense of motion, and the throbbing sound track and audio effects keep the excitement level high. Your adrenaline will really flow as you watch the clock wind down from three minutes to zero. And if you can't find a human opponent, no problem; the computer will test your mettle to the limit. This game belongs in your library!

Wayne Wharton



(7800)

Super SKATEBOARDIN'!

Your afterschool job at a factory is totally rad—a skateboarder's dream come true. You cruise through miles of halls and tubes in the factory at the end of the day, shutting off all the machines and lights—and get paid to do it.

Naturally, there's a catch. Your pay depends on how much power you save. And you've got to be out by 5:15 p.m. to make that Skateboarding Championship tonight.

To get going, you run by pressing the joystick right or left, and hop on your board by pressing the button. Once on the board, you keep moving in the same direction unless you change course by tapping the stick the opposite way—like when you come to a wall—or get off by tapping down on the stick twice.

As you speed through the factory, passing a machine turns it off, but you have to jump (tap the stick up) to turn off the light bulbs. You also have to jump when you pass a machine that's already off; otherwise it goes back on.

The factory is one giant maze! Giant tubes are the only way to get from floor to floor. To ride a tube, just crouch (joystick down) when you come to it. Jumping on an assembly line will really max out your speed, but be careful; or the machine will flatten you like a road pizza. Hint: turn off the assembly lines early; they use the most power.

Look at the bottom of the screen to see how radical you truly are. The left meter shows the power consumption of the machines and equipment you haven't turned off yet. The middle meter shows how much power has been used since you started, while the right meter ticks away the time. Hint: forget about the meters and pay attention to your cruisin'. Remember, the faster you finish, the less power is used, and the more you get paid. So what are you waiting for, Dude—start cruisin'!

Paul Pitman





Blue Max, the award-winning hit licensed from Broderbund, was designed nearly seven years ago, but it is one of those classic games with an original concept that will keep you coming back to play again and again.

It's June 1915. World War I is raging. The Axis is cutting down the Royal Air Force. But one pilot, Max Chatsworth, vows to avenge the loss of his comrades and becomes the most effective fighter pilot of the war.

In the game, as Max, you fly a biplane fighter over war-torn Europe, doing as much damage as possible with your guns and bombs. You see an angled view of your plane from above and to the right as you follow a river, along which are buildings, tanks, boats, bridges,

anti-aircraft guns, cars, and trees. Occasionally enemy aircraft swoop down, seemingly from nowhere; you can try to avoid them or, if you have the courage of Blue Max, take them on in a dogfight to the death.

From time to time, you will see a friendly airstrip where you can land to refuel, re-arm, and repair damage. Except for the airstrips, river, and trees, almost everything else shoots back at you and the sky is constantly flashing with the explosions of enemy shells.

You are the Allies' most dangerous weapon—Blue Max, fighter-bomber pilot, out for revenge.

If you sustain too much damage, you will crash. You will also crash if you fly too low—below 20 feet—although you have to fly low for your guns to hit objects on the ground. You can gauge your altitude by the shadow of your plane on the ground or, more accurately, by a quick glance at your digital altimeter.

To drop a bomb, you have to climb a little, then dive, and press the joystick fire button. Bombs do a devastating job on buildings and bridges, which are fairly easy to hit. To earn 300 bonus points you can try sinking a ship with a bomb, a maneuver that requires precision timing and pinpoint accuracy.

Along the river lie three special targets which you must destroy before you can be considered a true ace. Can you live up to the legend of Blue Max? *Paul Pitman*



(2600, 7800, XE)

Crossbow

by Endy

Over a scorching desert, through forboding caverns, past a fiery volcano, and under the leafy cover of a steaming jungle, a small group of brave adventurers travel to reach the treasures hidden in a distant castle. As they venture into danger, one at a time, it is up to you and your trusty crossbow to protect them along their treacherous path.

In this great conversion of the hot arcade title, you must shoot your arrows swiftly and accurately to save your companions from the dangerous attacks of the Evil Master's nasty creatures. If one adventurer succumbs to the scorpions, ants, bats, snakes, vultures, or man-eating plants, the next one arrives quickly to take his place.



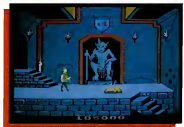
Your adventure begins on the Paths screen which shows your first friend and the six Danger Zones through which you must pass to reach the treasure in the Evil Master's castle. You select a path—red or green (hint: start with green)—and press the fire button to enter a Danger Zone.

Once in a Danger Zone, the various creatures immediately begin to attack your friend. With your joystick



(or lightgun on the 7800 or XE), you move the sight of your crossbow onto a target, then press the fire button (or trigger) to shoot. Once through a Danger Zone, you return to the Paths screen to choose a continuation of your path to another Danger Zone.

You start your trek with two friends. You gain a new friend the first time you make it safely through the Desert, Caverns, Volcano, and Jungle Zones (up to a maximum of four friends).



The six screens pose a wide variety of challenges. In the Desert, for example, your friends are attacked by deadly scorpions (worth 50 points), ants (50 points), vultures (100 points), and snakes (200 points) that briefly appear from their holes. In the Jungle, you face entirely different hazards: a monkey that scurries up and down the vines tossing coconuts at your friend while fast growing voracious plants spring from the ground in your friend's path.

For an extra challenge (and 1000 bonus points), you can try shooting the Evil Master's Eye that appears briefly on each screen. So grab your crossbow, and let the battle unfold!

Wayne Whorton

REVIEWS

(2600) **Bump'n'Jump**

By Telegames

Licensed from Data East

Imagine a cross between bumper cars at the carnival and the Baja California off road race and you can see why *Bump 'n' Jump* was such a hot arcade title. In this game, anything goes! Bump 'em . . . bash 'em . . . crash 'em off the road . . . before they bump you into the weeds. Jump over waterways and land on other cars to smash 'em!

**Bump . . . swerve . . . jump . . . crash.
Quick reflexes are crucial in this
action-packed demolition derby.**

You're at the wheel of a hot red number just cruisin' along. You spot action ahead. Floor it by pushing the joystick forward. You lay rubber and hit 100 in no time. Now you can jump (hit that button) or bump (joystick right or left). Watch for debris and divider strips; they're lethal if you hit 'em' at this speed.

Hear that tune? No, it's not the Beach Boys; it's a warning of water ahead. Don't panic. Just hit the button and you're airborne over the channel. Oh, sure, there *might* be a causeway alongside the water to save your butt—but don't count on it.



Your car will do from 20 to 220 mph; your speed is shown at the top left. But who looks at the speedo? Better to keep your eyes on the other vehicles and learn to recognize them. Then you'll know to avoid the tractor because it's so heavy and can't be bumped very far. On the other hand, the race cars can be bumped into the next county and the dump truck will explode on contact. (How cum? Has it picked up a load of illegal toxic waste or what?)



For survival and top scores, I recommend a few simple rules: keep in the center of the course at a speed of 100 mph plus, bump with the front of your car, avoid the skull-and-crossbone cars, and, if you are about to crash . . . jump! That may seem like a lot to keep in mind, but you'll quickly get the hang of it.

You have five cars to start and you get another each time you rack up 40,000 points. There are eight different road courses, all loaded with 4 x 4's, monster trucks, and bad dudes. Your mean machine is ready to lay rubber—are you?

Brad Butler

COMMANDO

(2600, 7800, XE)



Take no prisoners. Annihilate the enemy. Wipe out the fortress. As a one-man army facing overwhelming odds, you become part of the action—relentless and intense—in this mega arcade hit (2600 version licensed by Data East and distributed by Activision, 7800 and XE versions licensed by Atari from Data East).

In *Commando*, you control a soldier armed with an automatic rifle and a limited supply of hand grenades. As you move through enemy territory you'll encounter hostile soldiers, barricades, enemy convoys, grenade boxes, foxholes occupied by the enemy, and much more.

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One reason *Commando* is such a great game is that the controls are easy to learn and use. The joystick lets you move in any of eight different directions, a short press of the control button press looses off a gunshot in the direction you're moving, and a longer press allows you to hurl a grenade (2600). But watch it—moving and firing in the same direction means you're open to attacks from the flanks and rear. Hint: move in a zig-zag path and you'll be less vulnerable to these attacks.

Your view of the battlefield is from overhead and just behind your commando. Because objects have a 3-D look, this perspective is more realistic than games in which the view is straight down.



In general, your objective is to destroy everything that moves—and even some things that don't, like trees, assuming you don't need them for cover. Barricades can't be destroyed so don't waste your grenades on them. But be sure to pick up spare grenades from enemy ammo boxes. The 7800 and XE versions have even more objects than the 2600 version—things like a knife and machine gun which really increase your destructive power.

Game versions for the different systems vary in the number of screens and skill levels, but on all three systems, *Commando* is tough, fast, and intense. Are you up to the challenge?

Harrison Hancock



by John Jainschigg

Editor's note: These strategy tips were developed for Jungle Hunt on the 2600. However, most of them will work on the XE version as well.

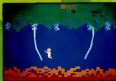
Jungle Hunt is an action-adventure game in which you, playing the role of the dashing Sir Dudley Dashley, negotiate the dangers of treetop, river, rock-strewn plain, and—last but not least—overcome the menace of that most dangerous of animals: man, in an attempt to prevent your dear wife from becoming a very, very odd life-insurance claim ("Cause of death: Eaten"). You will find unique and

HOW TO BEAT JUNGLE HUNT

intriguing challenges in each phase of the game.

The Vines

In the first scenario, Sir Dashley must swing from vine to vine (the word is "brachiate," look it up), mighty like a chimp. The vines themselves swing back and forth independently of one another, and there is nothing Sir Dashley can do to change this rhythm or broaden the swing of the vine he's hanging on. You have to wait until the right moment; therefore, before pressing the joystick button to make him jump. Otherwise, you end up watching Sir Dashley sinking into the underbrush—where, we assume, he is consumed by army ants or something equally noxious.



Just making the jump is only half the battle; moreover, since ideally, each jump should set you up for the one that follows so that you waste minimum time crossing the whole series of *n* vines. Because the vines swing back and forth independently, catching the right sequence for rapid traversal is difficult.

The general rule is as follows: wait for the vine you're hanging on to swing as far forward (to the left of the screen) as possible, and for the

vine you're jumping towards to begin swinging right (i.e., back towards you). This way, when you jump, Sir Dudley will have maximum loft and get better distance, and while he's in the air, the vine he's jumping towards will swing back in his direction, making it easier to grab.

If you time things just right, you can make a single traverse of the first six or seven vines without pausing: the swing of the first carries you to the second, which swings forward, carrying you to the third, etc. There is a last-swinging vine around number seven, however, that throws off the sequence, so you'll usually have to pause at least once before completing the vines scenario.

Two more warnings may be helpful. First, it's important to remember that these aren't *real* vines, and that Sir Dudley's weight doesn't affect the way they swing! If you have to pause and observe the way a vine is swinging before jumping towards it, you can assume that it will continue to swing in the same arc, at the same speed, once you've landed on it (this may save you some time in setting up for your next jump). Second, it is important not to be tempted to grab the very end of a vine, but stay somewhat above it. That way, you can profit from most of its swing without dropping down too low to catch the next vine along. A few of those vines are shorter than others.

The River

Dudley faces two dangers in the river: crocodiles and drowning. His vertical movement is limited to the

area between the surface of the water and the river bottom, and though he can remain submerged for a fairly long time, he must return periodically to the surface in order to breathe.

Crocodiles enter the screen from the left, and move towards the swimming figure of Dudley, moving from right to left. Normal crocs travel singly, or in groups of two or (usually) three, moving up and down in a gentle, random pattern. Touching a croc means death, so your first impulse (and the correct one, until you've practiced maneuvering for a while) is to avoid them.

Your only real problem here is to make sure you have enough air to swim around the crocs, underwater.



Some underwater swimming is unavoidable, since certain of the crocodiles hug the surface.

Then, there are rogue crocs, which travel singly, but move up and down in a much more random pattern. These should definitely be given a wide berth—the technique I use is to push right on the joystick, slowing Sir Dudley down until the rogue reaches mid-stream, then quickly submerge and push the joystick left, giving Dudley maximum speed and space to maneuver. It is fairly easy to avoid even the rogues in this way.

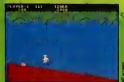
Of course, if you enjoy living dangerously, have no respect for animals, and want to rack up extra points, you can try stabbing a few crocodiles with your belt knife (line up vertically with your victim and press the joystick button just before

you touch him). This is dangerous, of course, since if you blow the timing, you'll touch the croc you're trying to stab and lose a life as a result. Also, when a crocodile has his mouth fully open (this occurs at random, also), he's impossible to stab.

In general, the best technique to use when trying to stab a crocodile is to go a bit lower than he is, press the joystick button to extend your knife, then rise up so that the knife intersects the first third of his body. Normal crocs—particularly those swimming along at the surface—are easiest to hit, since they're a cinch to get below and line up with. Second hardest are normal crocs, underwater, since they're free to move up and down, and because you also have to watch your air as you're lining up for a stab. Hardest of all are rogue crocs, which move more erratically than the other kind, and tend to travel with their mouths permanently open.

Rock Field

Next comes an open field that you have to run across while avoiding little rocks and big boulders, thundering along in the opposite direction. The small rocks, which tend to hug the ground, can be jumped over by pressing the joystick button. They're fairly easy to avoid if you jump early enough. Give yourself about two and a half body-lengths



before jumping, and success is almost assured.

More difficult are the large boulders, which you can duck under (by pressing down on the joystick—this is easiest) or jump over. Set up for your duck or jump by running as fast as you can towards the left side of the screen (pressing the joystick

left). Then, when a big rock appears, give a little ground and watch its bounce pattern before deciding on your move. Also, remember that pressing up on the joystick when you jump will increase your loft and distance, though this usually isn't necessary to clear the small boulders, and is rarely necessary with the big ones.

Cannibal Guards

In the last scenario, Sir Dudley has to jump over the poison-tipped spears of cannibal guards—difficult, since they are about as tall as he is. The trick here is to watch the cannibals, who jump up and down and move left and right in a particular pattern, trying to time your jump so that you reach maximum altitude at the exact moment that the cannibal is closest to you, and coming down from his own jump. Remember to press up on the joystick as you jump, to increase your height and distance. That way, you soar over the spear point with inches to spare—but it's not easy.



Finally, with some luck, the tearful reunion takes place, after which everything starts over again at a higher level of difficulty. The ultimate object, of course, is points, points, points, which you can start going for once you've mastered the four basic scenarios. Till then, keep on swinging, and watch out for those rogue crocodiles!



by Jerome Strach

THUNDERFOX (XE)

Thunderfox is like no other space game you've ever played. With nonstop action and graphics that push the capabilities of the XE to the limit, this exciting game offers exceptional play value.

Your mission as pilot of the newest, state-of-the-art space ship in the solar system is to save that solar system from the destruction that will be wrought if the evil Phallosians complete the war machine they have begun to build. To do so, you must destroy the five transport ships currently traveling in a convoy toward the mothership. The transporters carry cargos of energy crystals that will power the war machine.

This mission may sound simple, but believe me, it's not! Each transporter is harder to destroy than the previous one, but luckily you battle only one at a time.

The game begins as your ship, Thunderfox, is launched from the shuttle that serves as your base during the game. When you encounter a transporter, you must fly horizontally to the far right, along the outer shell of the ship, where you must find and destroy two anti-gravity stabilizers before you can enter the transporter and destroy the deadly Crystal Guardian. To destroy a stabilizer, you must bomb it five times, which doesn't sound difficult until you hear what else is going on...

As you fly over the stabilizers, whirling shrapnel is launched at your ship, and enemy fighter formations attack with laser fire. And then there are the platforms that protrude from the shell of the transporter, providing obstacles into which your fighter can crash if you let your attention wander for even a moment.

Over your shuttle and at the end of each transporter are invisible force fields. The force fields can be used to your advantage if you hold your joystick toward them. This ac-

tion causes your ship to remain reasonably stationary, which can keep you relatively safe as a fighter formation flies by or improve your accuracy when bombing the stabilizers.

Position your ship in the middle of the screen to wait for a fighter formation, and when it has passed, pursue it from behind and destroy each fighter systematically. This is not only the most effective way to destroy the fighter formation, but it is the technique that will net you the highest score. The key here is to re-

load bombs. This, in turn, means that you must brave the exterior dangers of each transporter two or three times before you can enter and fight the Crystal Guardian. If you end up with any extra bombs, you can earn points by taking out the Phalon ground installations.

When flying back to reload bombs, be careful not to enter the transporter by mistake, and don't get so involved in your battle with the fighters that you forget to keep an eye on those dangerous platforms.



main behind the fighter formation as you travel horizontally over the skin of the transporter.

When bombing a stabilizer, try to use the force field as an aid rather than a hindrance. On Transporters 2, 3, and 4 you will find this very helpful. The hardest part is timing your bomb releases to take place when your ship is facing the right way. Also, be careful not to fly directly over the shrapnel launcher.

Now the bad news: your ship can carry only six bombs at a time, which means that you must return to the shuttle to reload at least once during the stabilizer attack phase of

On your flight back to the shuttle to reload bombs, use any extra bombs you may be carrying to take out the ground installations located on the outside of the transporter. Your bomb bay must be empty before you can reload, so you might as well earn some extra points by blasting the enemy's ground installations. If you forget and arrive at the shuttle with a bomb or two in your bay, don't hesitate to waste it—it is better to waste bombs than time, because you must be ready for the next fly-by of the fighter formation.

Once inside the transporter, you must maneuver your ship through a

thermonuclear laser room. The laser rooms are not all that difficult to negotiate; all you need to master is a series of perfectly synchronized taps of the joystick. But by this time your adrenaline is flowing so freely that you are apt to make mistakes, so try to keep cool, and don't linger any longer than necessary, because radiation buildup in the room can be as deadly as an alien's laser.

As you make your way through the laser room, move quickly and keep an eye on the radiation meter at the top of the screen. Crawl forward a little at a time. The hardest thing to master in the laser room is timing, and timing requires practice.

Once through the laser room, you meet the Crystal Guardian face-to-face. The Crystal Guardian is protected by a fortress wall that your laser fire cannot penetrate, so your only hope is to maneuver your ship into a position that will allow you to fire through a hole in the fortress wall. This is not quite as easy as it sounds, however. The openings in

the wall are periodically blocked by a moving wall, and when the openings are not blocked, they provide a path for the Guardian's deadly and continuous laser fire.



When battling the Crystal Guardian, I like to get right up against the moving wall and move vertically, timing my attacks to coincide with breaks in the laser fire.

To add tension to the game, an indicator at the bottom of the screen reminds you how much time remains before the transporters effect their fatal rendezvous with the mothership. But don't let the pressure get to you; remember just 10 laser blasts into the Guardian's pul-

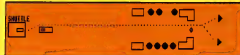
sating head and BINGO, one transporter down and four to go!

As you play the game, you will notice that Thunderfox has two speeds. These can be used to your advantage. High speed pursuit of fighter formations on level 1 can help you accumulate points and eventually earn you an extra ship (at 5000 points). The slow speed is helpful when you need delicate maneuvering to get your ship out of sticky situations. Learn to change speed quickly and accurately.

If that sounds like a lot to contend with, you're right. But that's what makes *Thunderfox* so addictive and so much fun. As an onlooker you will be fascinated by the shading techniques and fine scrolling of the graphics. As a game player, you will find the game irresistible.

Be warned: you will not accomplish the mission your first time out. Plan on some long practice sessions to get the feel of *Thunderfox*; this game is intended for the serious game player.

- Shrapnel Launcher ▶ Anti-Gravity Stabilizers Desired Route
● Ground Installations = Transporter Entrance



Transporter 1. It is very easy to eliminate numerous fighter formations here. You should have just enough time to eliminate 11 fighter formations, the stabilizers, and all ground installations, and destroy the Crystal Guardian before the rendezvous takes place. That should give you approximately 7500 points and an extra ship. Not bad!

Transporter 2. This transporter is one of the harder ones. Very precise control is required to maneuver your ship along the shell of the transporter. Also, platforms make it difficult to attack the stabilizers.

Transporter 3. The pattern used on this transporter is easier than Transporter 2. But again, precise control is needed when attacking the stabilizers, and you fly 80% of the time in direct line of fire of fighter formations.

Transporter 4. The pattern for this one is simple in theory, but very difficult to execute. You are restricted to a very narrow corridor with shrapnel launchers at both ends. But destroying the stabilizers is a little easier. You might think of this one as "Threading the Needle."

(2600)

DOUBLE DUNK

Double Dunk, unlike many video games, was designed to be as fair as possible. For example, at the beginning of the game, the choice of which team gets possession of the ball is entirely random. From that point on, however, the course of the game is determined by the skill and techniques of the players. We can't help you with skill—to develop that, you'll have to put in some practice time, but here are some techniques that will help you improve your score.

To begin with, both the offense and the defense have eight sets of plays from which you can choose. Bear in mind that these plays can be executed only when the ball is brought in, which means that once a shot has been attempted, you cannot pass the ball until it is brought in again. Be very careful, if your player steps out of bounds, he will have to turn over the ball.

On Offense

Offensively, the best plays to use are Give and Go Left (or Right) and Inside Man Shoots. I say this because every time the ball is passed in one of these plays, defensive control automatically switches from one player to the other, causing instantaneous confusion for your opponent. The Give and Go plays allow you to pass the ball between your men twice, wreaking havoc with your opponent's control and giving you an open shot.

After your passing play and shot attempt have been executed, you can do several things to ensure victory. As soon as your ball carrier shoots, position him under the boards to help with the rebounding; your other player will automatically be there. If you do come up with the ball, you can immediately go up for the dunk. Or, if the 3-point option is in effect, you can go for the 3 points. The best position for a 3-pointer is at the baseline or in the center half court. As soon as you enter that 3-point zone, go up for the shot. You will

find that Mr. Outside (the small guy) will have a better shot percentage, especially if you wait until his feet are about to land before you release the ball for the shot.

On Defense

Defensively, you will find that the Lane Defense and the Rebound Position Defense are the most useful choices. When playing defense, remember to stick as close as possible to the ball carrier and, when a shot is taken, position yourself under the basket for a rebound. The player you control is the one covering the ball carrier, so you must try to anticipate all his moves and be especially alert for a jump shot or a pass. If he passes the ball to his teammate, you will immediately find yourself in control of your other player, so be prepared.

As soon as a shot is attempted, you must make a quick decision. You can either jump up in the shooter's face and hope to steal the shot or position yourself under the basket for the rebound. If you choose to go for the rebound, it is important to wait and see how the ball is going to bounce off the rim before you make the rebound attempt. This split-second of patience will make an amazing difference in your rebounding percentage.

As the defensive player, you have a slight advantage in positioning your player for the rebound; you can place him under the basket where he will be more likely to get the

board. When that happens, immediately clear the ball by taking it into the 3-point zone. If the 3-point option is in effect, go for the shot. If not, drive back into the lane and go for the dunk. You will find that Mr. Inside (the big guy) is better at this job than his teammate. If the foul option is in effect, you could be fouled, which is all right, too, because a foul shot almost guarantees a point and you may even get two.

If you miss the rebound, there is still hope. Your defensive man can always steal the ball. To attempt a steal, get very close to the ball carrier and press the joystick button. If the foul option has been selected, you will probably commit one while trying to steal the ball. If, however, fouls are not being called, try to steal the ball as often as possible. You will find this to be very beneficial to your score.

End Game Strategy

Finally, the last few seconds of the game usually call for some special tricks. If you are desperate, try one of the following plays. If you have the lead and time is about to run out, try to run the clock down a little by running around in the 3-point zone. If you are playing until a certain number of points is reached, try to foul your opponent; it is better to give away 1 point than risk a score of 3 points. If you find yourself behind, go for the 3-point shots—they are your only hope.



* indicates best positions from which to score a 3-point basket.

by Jerome Strach



Fascinating Facts About Atarians



ATARIANS ARE BIG
35% WEAR X-LARGE
35% WEAR LARGE
21% WEAR MEDIUM
9% WEAR SMALL

SOME OF
US JUST
LIKE
WEARING
OVERSIZE
SHIRTS!



THE MOST ATARIANS LIVE IN
CALIFORNIA
ILLINOIS
NEW YORK
OHIO

BUT COMPARED TO STATE
POPULATIONS, MORE ATARIANS
PER CAPITA LIVE IN
NEW JERSEY AND WISCONSIN

GAME SYSTEMS
39% OWN A 2600
47% OWN A 7800
25% OWN AN XE

111%!

The total is more than 100%
because some people own
2 or 3 different systems!

9% OF ATARIANS ARE GIRLS
91% ARE BOYS



WHAT ABOUT
US MARTIANS?

MORE ATARIAN BOYS

ARE NAMED:

JOHN
MICHAEL
DAVID
JAMES
WILLIAM
ROBERT
JASON
DANNY
MARK
STEVEN
BRIAN
ERIC

MORE ATARIAN GIRLS

ARE NAMED:

LINDA
NANCY
CHARLENE
DEBBIE
LEIGH
MARY
KIMBERLY
MELISSA
JESSICA
VICKI
MARGIE
DONNA

But Atarians have over
350 different names!





PREVIEWS

Check out these hot new titles. Here is a peek at just some of the great new games that have either arrived or will be coming soon to a store near you. Over 50 great games for Atari systems are scheduled for release in 1989. Look for them!

Off The Wall

(2600)



One of the best variations on *Breakout* yet developed, *Off The Wall* features a variety of characters such as a peasant and knight which you control as they rush from side to side across the bottom of the screen keeping a ball in motion as it breaks away layers of the wall (worth big points), and bonus objects which, if caught, change the speed, path, and destructiveness of the ball. Highly addictive and great fun!

Radar Lock

(2600)

Prepare yourself for the hottest aerial combat action game ever offered for the 2600! *Radar Lock*, programmed by the award-winning designer of *Solaris*, combines a multitude of high action flying techniques with plane to plane dog



fight. Use your guns or switch to missiles and wait for the "Lock-On" tone to blow those bogeys away. In tight situations, you can hit your afterburners or do a barrel roll to get away. Locate the bad guys with your radar scope, but be sure to keep an eye on your fuel gauge or it's all over. Refuel after each sortie and take off again for even more challenging action. First person perspectives, scrolling horizons, multiple levels of play, and arcade-style action make *Radar Lock* one of the best ever!

Mean 18 Golf

(7800, XE)



Get set to play the challenging Pebble Beach Golf Course in Accolade's realistic and popular golfing simulation. One to four players can choose their clubs and try for par in this highly playable game. Avoid hazards such as sand traps, water, and the rough on your way to the green. The first person perspective changes to a detailed overhead view when you near the hole to help you sink your putt. With its sensational graphics and realistic sound effects, *Mean 18* is video golfing at its best!

Xenophobe

(7800, XE)

The Xenos have invaded our interstellar colonies. Armed with your trusty photon gun and some grenades, you assume the deadly role of alien exterminator in an attempt to win back these stations for human habitation. As in the blockbuster coin-op game, you must take on a cast of destructive blood-thirsty creatures at each of the multi-level stations.



In addition to gripping arcade game play, *Xenophobe* has a two-player option that allows you and your friends to compete or work together. A unique dual view screen gives two players independent views of the action simultaneously.

Xenophobe is loaded with extra features: collect items left behind by the colonists for bonus points or grab weapons to help you fight the aliens at higher levels of play. Use the elevator to get to any of the four play levels.

With its high-action shooting, bonus items, great graphics, spectacular animation, and out of this world music and sound effects, *Xenophobe* has it all!

Midi-Maze

(XE)

Hate those happy faces? Here's your chance to get even. Cruising and weaving your way through corridors and around corners, you find

yourself eye to eye with smiley faces floating a few inches off the floor. Smiling, yes; harmless, no. Each face is actually controlled by another player and packs a mighty punch. Three hits in succession on a face—yours or his—constitutes a kill. This widely popular computer game is the first true interactive multiple player game for the XE—but for those times when human opponents are in short supply, *Midi-Maze* will supply up to 15 computer competitors. Another breakthrough from Atari!

Mat Mania (7800)

All the action from two popular arcade games, *Mat Mania* and its sequel, *Mania Challenge*, have been combined into this outrageous 7800 game. One or two players can com-



pete head to head or against the computer in this fast moving pro wrestling game. Use all of your wrestling talents and game playing abilities to pin the world's best wrestlers. Try a suplex, or maybe a pile driver, or go for the simple punch and kick. *Mat Mania* has it all, including super animation and background scrolling that lets you move around the entire ring. Another great arcade game available only from Atari!

10 Years Ago

•1979 marked the second anniversary of the Atari 2600 video game system. In the spring of that year, Atari introduced 10 new games including *Superman*, *Sky Diver*, *Human Cannonball*, *Video Chess*, *Miniature Golf*, *Slot Machine*, *Casino*, *Canyon Bomber*, *Football*, and *Bowling*.

•Nolan Bushnell, then president of Atari, announced that Pizza Time Theater would expand nationally. "Pizza Time Theaters," he said, "combine the popularity of a pizza restaurant with coin-operated games and amusements, and the unique Cyberamics system of giant, three-dimensional, computer-controlled cartoon characters which we are now ready to mass produce."

•The top coin-op games of the summer of 1979 were *Space Invaders* (Midway), *Football* (Atari), *Sprint II* (Atari), *Starfire* (Exidy), *Star Hawk* (Cinematronics), *Space Wars* (Cinematronics), *Sea Wolf* (Midway), and *Super Breakout* (Atari).

Onra Tank, introduced by Atari in 1979 was billed as "the ultimate tank game for 1 or 2 players."

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TIPS & TRICKS

Asteroids (7800, XE)

For better protection from UFO's, break up all the large asteroids into tiny ones. Only use hyperspace in real emergencies, because you can easily die upon re-entry. For a longer game and more fun, don't play for a high score, but play like you are on a mission.

Jeremy Wilburne
Elverta, CA

Choplifter! (7800)

You can sometimes get rid of the tank by flying to it (fly left), then returning to the barrier of Atari logos (fly right), and then go get the hostages (fly left).

Patrick Johannes
Rockton, IL



On the second sortie, I found the best way to avoid the aerial mines that home in on your chopper is to fly at a slow speed in the middle to top of the screen.

Tarik Hogarth
Los Angeles, CA

When rescuing hostages, don't land in the bombing position because it slows your takeoff which must be as fast as possible if a fighter is about to bomb you.

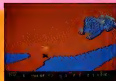
Jeremy Wilburne
Elverta, CA

Crystal Castles (XE)

If you are fast enough, you can make Bentley go up and down an elevator in one trip.

Rob Armitage
Los Altos, CA

Desert Falcon (7800)



From the sixth level on, the distance between the starting point and the Howling Sphinx increases drastically. Trying to get through these levels can be murder. When you get to these levels, use warp speed to quickly get to the Howling Sphinx and bonus round. You can activate warp speed with the hieroglyph combination Bird-Cane-Bowl (or any of five other combinations on page 18 of the May/Jun '89 *Atarian*—ed.).

Jerry Faust
San Antonio, TX

Pac-Man family (AM)

You can sometimes evade pursuing ghosts by running down a passage in which the dots have been eaten because you go faster in these empty corridors.

Eric Lambeth
Springfield, MO

Although it is possible to develop a pattern to clear each board, my approach is to mentally divide the playing field into four quarters and clear each one completely before



moving to the next one. Never, never leave one or two uneaten dots behind.

If you save the power pill until you have almost finished the quarter, the four goblins will tend to group together and you have a good chance of getting three or four of them.

Mike Hudson
Albany, NY

Necromancer (XE)



I found it easiest to plant seeds around Illuminar and start moving outward in circles. (Ed. note: In the May/Jun issue of *Atarian*, we recommended a strategy of planting trees in the four corners of the screen first. Try both ways, and see which works best for you.)

Andrew Gosselin
Staten Island, NY

Ballblazer (7800, XE)

To recover the ball more often, move around the screen in several directions to confuse your opponent.

Jeremy Wilburne
Elverta, CA

Tower Toppler (7800)

On the third tower, get out of your sub and destroy the green cannonball. Then go through the door, up the elevator, and step out onto the ledge to the right. Wait for a mutant molecule to knock you down to the path below. Then destroy the pink cannonball and you're on your way to topple the tower.

Zach Patten
Cranbury, NJ



When starting a new game, you can skip the towers you have already completed and practice on ones you have not yet toppled by moving the right difficulty switch to the left. When you get to the tower you want, move the switch to the right and play.

Maynard Engler
Paducah, KY

Hat Trick (7800)



At the face off, when the puck is released, move your stick in one direction and then the opposite way to confuse your opponent. Always block the puck from your opponent. When your opponent is trying to steal the puck from you, move around in circles to make it more difficult.

Jeremy Wilburne
Elverta, CA

Space Invaders (2600)



You can double your firepower by having two shots on the screen at the same time in Game 1 by holding down the reset button when you turn on your system, then releasing it when the game screen appears.

Vic George
Westfield, MA

Kung-Fu Master (2600)

To get by the thugs on the last level, use these moves: Hit the fist fighter with a low kick, the boomerang thrower with a low punch, the high kicker with a high kick, the thunder thrower with a low punch, and the Gang Master with everything!



When the balls fall on the second level, don't wait for the dragon to blow his fire. Instead, walk through him while he is still forming and you won't lose any energy.

Danny Phillips
San Ramon, CA

Xevious (7800)

As soon as a Xevious mothership appears, quickly bomb it.

When the red energy bomber explodes, it releases all kinds of other

weapons. The best way way to destroy it is to continuously fire while moving from side to side in the middle of the screen.

Tarik Hogarth
Los Angeles, CA

Unless you are used to the arcade version, keep the difficulty switch in the right position so the single fire button will do the work of two. For maximum kills, shoot into the middle of a group of land targets. Keep moving; never get trapped in one position on the screen.

Jeremy Wilburne
Elverta, CA



It is easier to play with a 2600 joystick which uses just one button to both fire and drop bombs. With it, your fingers won't get tired so fast.

Kenny Shawver
Columbus, OH

Star Raiders II (XE)

To conserve fuel and energy, go to a space station before warping to the Procyon Star System. When you get there, attack whatever you can before your energy drops about half way. Of course, if any important weapons or defenses are destroyed, you must quickly warp back to a space station.

Andrew Gosselin
Staten Island, NY

Readers: Keep those tips and tricks coming! Send yours to Editor, The Atariist, 7 Hilltop Road, Mendham, NJ 07945.



CLASSICS

SUPER BREAKOUT™

An old standby, the original version of which was devised over 12 years ago, *Breakout* still has a great premise and should be in every Atarian's library.

Super Breakout actually consists of four separate games: regular, progressive, double, and cavity breakout. The 2600 cartridge (playable on the 7800 as well) also has a children's version of the game for one or two players.

In all versions of *Breakout*, you bounce a ball off rows of bricks with a paddle that you move back and forth across the bottom of the screen using a rotary "paddle" type controller. The angle at which the ball rebounds off the paddle depends upon which of the four paddle sections it hits. As game play progresses, the ball speeds up, and the angle at which the ball bounces off the paddle changes. The ball also speeds up when you hit a brick in any of the top four rows. When you break through the top row of bricks, the paddle is reduced to

half its original size.

In Regular Breakout, each wall of bricks contains eight rows with 14 bricks in each row. If you knock out all 112 bricks—worth 448 points—in five turns, a new wall will appear. This process repeats indefinitely, although to knock out more than three or four walls takes real skill and concentration.

In Progressive Breakout, walls of four rows of bricks interspersed with four blank rows slowly move down toward the bottom of the screen at a rate determined by the number of times you hit the ball. As the bricks are knocked out, new walls enter at a progressively faster rate. You can generally achieve higher scores in Progressive Breakout, because when your ball finds its way into the empty space between two walls, it knocks out bricks by the dozens.

Double Breakout is similar to the regular game except that you have two balls and two paddles, one on top of the other. As long as you can keep both balls in in



For one or two-player games, use one set of Paddle Controllers.

play, you get double the normal score for each brick hit, so your score mounts up fast at the beginning.

In Cavity Breakout, two balls bounce around inside cavities in the wall until you remove enough bricks with a third ball to release one of the captive balls. Bricks are then worth double and, when the third ball is freed, triple.

Breakout games can be played by one or two players (up to eight players in the XE version), and the 2600/7800 version has two levels of difficulty. If you don't already have this classic cartridge, you should

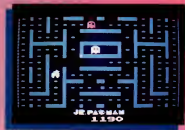
JR. PAC-MAN

(2600)

The original Pac-Man was one of the biggest successes in videogaming history. Unlike traditional "shoot 'em up" games, Pac-Man's scenario was (almost) non-violent: a little, yellow smiley face running through a maze, avoiding bullies and eating candy dots. As a result, Pac-Man appealed to girls and younger kids, as well as to your average crazed coin-op jockey; thus it vastly increased participation in the arcades.

As soon as game designers caught on to why Pac-Man was so much fun, knock-offs began to appear: *Snack-Man*, *Candy-Man*, and others. Even Bally-Midway (the original manufacturer of the Pac-Man arcade system) began to knock itself off, producing *Super Pac-Man*, *Ms. Pac-Man*, and other variants, as well as licensing the games to home videogame manufacturers, such as Atari.

The latest—and best—variant, *Jr. Pac-Man* for the Atari 2600 is like the original in that you drive a little, yellow fellow (wearing a propeller beanie!) around a series of mazes, eating candy dots and avoiding big-eyed bullies. But flashing power dots, found at various locations in the maze, let Junior chase the bullies for a change. And there are other variations: among them, "toy candy" that bounces across the screen, turning regular candy dots into larger dots worth twice as many points, and destroying power dots. This adds an interesting twist—it's good to let the toy candy work for a while, increasing the value of the regular dots it touches. But you have to make sure to eat it before it starts destroying your power dots.



Jr. Pac-Man has four levels of difficulty, corresponding to the number of bullies on the screen. The least difficult of these will be appropriate for young kids and rank beginners while the most difficult will challenge even the most wild-eyed joystick jockey. A wide selection of scrolling mazes, bouncy music, and wild sound effects make this game a keeper, and a worthy heir to its classic genre.

John Jansschigg

David's Midnight Magic

Here is the best of both worlds: real pinball action and video arcade action in one fabulous game! Pull the spring. Keep your eye on the screen. Then work those flippers to keep that ball dancing as long as you can.

David's Midnight Magic was originally released by Broderbund for the Apple II computer back in '82, and at that time it blew all the other video pinball games out of the water. Guess what? It still does!

Okay. Ready to go. Pulling the joystick back is like pulling the plunger. You can really zing the ball or try and finesse it to stay up in the top bouncing around all the high-scoring targets.



After launching the ball, move the joystick handle right or left to work the right and left flippers. Or pull it straight back to activate both flippers at once (I found this a little easier). But if you work the flippers too hard, the machine "tilts," and you lose that ball.

To earn big points, you want to increase the point multiplier by sending ball through the upper or lower loop (XE) or hitting all five drop targets (2600). Then when you hit the drop targets or bumpers, your points multiply by 2, 3, 4, or 5.

Also, it is a good strategy to try to pop the ball into the ball collector at the top left. On the XE, this move is good for 10,000 points, 10 bonus points, and an extra ball. On the 2600, you can earn an extra ball by going for the top rollovers when the score multiplier is on.

This dynamite game is full of goodies: an active Magicsave magnet to prevent the loss of a ball down the side gutter, top and bottom drop targets, bumpers, rollovers, kickers, spinners, and multiple bottom lanes.

The XE game keeps track of the scores of four players; the 2600 game keeps track of two scores. When you feel like relaxing after a fierce battle to save the universe, try this one. You'll go full tilt!

Brad Butler



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GAMES CHECKLIST

Use this handy checklist to keep track of the games you have and those you want to get. If a block is colored in, that means the game is available. Slip the list to your mom or dad before your birthday or other special occasion to make their shopping job much easier.

	2600	7800	XE		2600	7800	XE		2600	7800	XE
Ace of Aces				Gato			(2)	RealSports Football			
Airball				Gravitar				RealSports Soccer			
Archon				Hardball				RealSports Tennis			
Asteroids				Hot Trick				RealSports Volleyball			
Ballblazer				Ikari Warriors	Coming Soon!			Rescue on Fractalus			
Barryard Blaster			(3)	Impossible Mission				Road Runner	Coming Soon!		
Basketball				Into the Eagle's Nest				Robotron: 2084			
Battlezone				Jinks	Coming Soon!			Secret Quest			
Blue Max				Joust				Solaris			
Centipede				Jungle Hunt				Space Invaders			
Choplifter!				Kangaroo				Sprintmaster			
Commando	Coming Soon!			Karateka				Star Raiders			(2)
Crack'ed				Lode Runner				Star Raiders II			(2)
Crime Buster			(3)	Mario Brothers				Summer Games			
Crossbow				Mean 18 Ultimate Golf	Coming Soon!			Super Baseball			
Crystal Castles				Midi Maze	Coming Soon!			Super Breakout	(1)		(1)
Dark Chambers				Millipede				Super Football			
David's Midnight Magic				Missile Command				Super Huey	Coming Soon!		
Defender II				Moon Patrol				Thunderfox			
Desert Falcon				Mousetrap				Touchdown Football			
Dig Dug				Ms. Pac-Man				Tower Toppler			
Donkey Kong				Necromancer				Vanguard			
Donkey Kong, Jr.				Off the Wall	Coming Soon!			Venture			
Double Dunk				One-on-One Basketball				Winter Games			
Eastern Front				Pac-Man				Xenophobe	Coming Soon!		
Fight Night				Pac-Man, Jr.				Xenious			
Final Legacy				Phoenix							
Flight Simulator II				Pole Position							
Food Fight				Q-Bert							
Galaga				RealSports Baseball							
Galaxian				RealSports Boxing							

Means 7800 uses 2600 version of game

(1) Requires CX30 paddle controllers

(2) Requires XE keyboard

(3) Requires XE light gun

AFTER FOILING THE
PLANS OF NINJA-
ENDO • ATARI ACE
MILLO MENDER
HEADS HOME.

SEE I WONDER
HOW BETH IS DOING.

SHE WAS
PLAYING THAT NEW
GHOULS N GREENLINS
GAME YESTERDAY.

SEE LAST ISSUE

SHE'S GONE

AND THAT
DOORWAY WASN'T
HERE BEFORE!

MILLO ENTERS THE DARK
DOORWAY AND DESCENDS
A LONG SLOURWAY.

WONDER WHERE
THIS LEADS?

HE FINDS A TRUNKFUL
OF USEFUL TOOLS.

THESE SHOULD
COME IN HANDY

HELP

BETH'S VOICE!
GOT TO MOVE IT!

BUT...
HOW DO
I GET
PAST THIS
ICEWALL?

I KNOW! BY
FOCUSING THE
LIGHT WITH THIS
MIRROR I CAN
MELT THE ICE.

HAHA! THIS KEY
I FOUND OPENED
THIS TRAPDOOR.

BUT IT'S A
LONG DROP DOWN

BETTER TIE
THE ROPE AND
SLIDE DOWN.

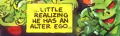
UNKNOWN TO MILLO
HE IS BEING OBSERVED
BY THE EVIL

NINJAENDO

HA HA HA! THAT MEDDLING
BOYFRIEND OF YOURS HAS
FALLEN RIGHT INTO MY TRAP!

YOU FIEND!

NOW NOW MY
DEAR HE'S ABOUT
TO REACH THE
SPAWNER!!



PUZZLERS



Out For Exercise

Taking a break from the joystick, four friends leave from Al's house to run and walk a one-mile route around the neighborhood. Al runs at five miles per hour, Bill jogs at four mph, Chuck walks at three mph, and Don saunters at two mph. If they keep going at this rate, how long will it be before all four meet at the starting point?



Barnyard Blaster

Alex stood at the fence of a barnyard where pigs and chickens were freely roaming together. To pass the time, he counted all the animals' eyes (60) and feet (86). How many pigs and chickens were there?



Changing Hands

Jack bought a classic Atari Combat cartridge for \$7, sold it a month later to a friend for \$8, bought it back three months later for \$9, and sold it a second time for \$10. How much profit did he make?

Final Assault

Tim set out early one day to climb a mountain and reached the summit in early evening, where he camped for the night. He descended the next day following the same route by which he climbed up. Is there a spot along the route that he will pass at exactly the same time of day on both trips?

How Many Games?

Jason has exactly three times as many Atari game cartridges as Kevin and four times as many as Melissa. They have more than 50 but fewer than 75 cartridges between them. How many does each person have?

Game Name Search

The names of 20 Atari video games are hidden in this grid of letters. Most people can find 14 or 15 easily, but can you find all of them? The words read forward, backward, up, down, and diagonally. They are all in straight lines, and do not skip any letters.

MISAKKETARAKKAS
 OESGKZCIRACKEDES
 NOBRTUNICAOBCKEDS
 PHRTUENGINHORREVIC
 APTFLJNGHISHTANGNER
 TOPMCCAATUDBSANGEO
 RONTLAAIBORDASHAHO
 QENKLYAEBNDORASHAHO
 ELXAMYEEKNDORASHAHO
 CROIXOUDNLBGAHCPUE
 CHROPSLBOWSMIMOCRTS
 IFOWSMIMOCRTS
 TERSINOCRTS
 ERINOCRTS
 D

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Atarian Puzzles Editor
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Mendham, NJ 07945

Puzzle Answers

Puzzle Answers

Final Answer: The problem is not easy to solve unless you think of two people making the ascent and descent on the same day. Obviously, they must meet, thus, the answer is just Harry and Blaise.

Out For Exercise: They will meet in one hour.

Harry and Blaise: 15 pigs and 17 chickens.

HATTICK
KARATEKA
MOONPATROL
PHOENIX
QIX
RIVERRAID
ROADRUNNER
SECRETQUEST
TOMCAT
XENOPHOBIA

특수목적법인인 한국수출입은행은

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☐ My game system is (circle one): 2600 7800 XE

My favorite games: 1.

2. 3.



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